Pink Panther is completely broke again due to his excessive way of living and now looking for a job. "Butler" would be the right thing, opportunity to live in comfortable homes and rob the owners at night. Five burglaries would do it nicely! Then Pink Panther could afford a holiday in the South in order to recover from his hard work. Hard work? Ah yes, when he applied for the jobs Pink Panther didn't know that all his masters were sleepwalkers. Now he has to guide his employer carefully through the house enabling him to pick up all valuables without his master waking up.

But inspector Clouseau is not lazy either! For years he has tried to catch Pink Panther on the nap. So he sneaks about the house as well. How can Pink Panther in all this confusion reach his goal without getting caught? However, he has some tricks up his sleeve . . .

Gameplay:

First Pink Panther can chose where to go:
  – looking through job offers (here he can chose an employer);
  – into the department store (The wealthier his employer the better

Pink Panther's appearance has to be. If he has enough money he can buy tails and tophat for his job.)
So, now equipped, he can introduce himself. You can get into the houses of the richer if you have successfully raided . . . ehm, visited the previous ones.

For the different houses you need:
  – house 0: –
  – house 1: tophat
  – house 2: gold watch
  – house 3: reference (faked)
  – house 4: car
Do what you can; Pink Panther will appreciate it!

Guide the sleepwalkers:

1) If Pink Panther stands in defensive position facing the sleepwalker (fire and direction) the latter changes his direction when colliding with Pink Panther.

2) If you want the sleepwalker to change direction (front/back) Pink Panther has to face the desired direction and jingle the bell.

Pink Panther can make use of his tricks: he can inflate some objects, for example, a phantom-panther out of plastik that makes the sleepwalker turn around and catches the inspector's attention. Even the inflatable hole has unhappy consequences for the inspector: of course he'll fall into it! In order to direct the sleepwalker from a distance Pink Panther can distribute catapults and boards which guide the sleepwalker safely around obstacles. The other items . . . you'll see!
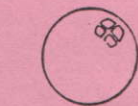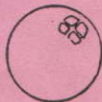
How to control Pink Panther

go:		left ─ right up / down
inflate object:		press fire button 3 times! 3 x ●/○
redirect sleepwalker:		joystick left/ ─ right and fire
call up selection menu:		joystick down and fire
activate item:		joystick up and fire

control within the selection menu:

list items (in thought bubble): joystick left/right ─

select bell: joystick down   activate: fire ●

back to the game: joystick up and fire

The displays:

a)   Pink Panther shows how weary he is. Keep him awake (but don't wake anybody else!).

b)   Pink Panther is thinking (indeed!). Select the item he should inflate!

c)   Title: here you can always see that you're playing PINK PANTHER (never forget it!)

d)   Moneybag: when it's full, Pink Panther has done enough work.

e/f)   Current score and amount of remaining tries are shown.

PINK PANTHER

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